**Game Critique**

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| Title | Zoo Tycoon | | |
| Concept | *What is the overall goal of the game? What does the player have to do to succeed? To Win/lose?*  (1) To build your own zoo (2) To learn about the animals in the zoo and the habitats they live in. (3) Each player has a certain amount of money to spend in order to keep the animals and visitors content. | | |
| Learning Objectives *(explicit or implicit)* | (1)To help students understand all that is involved in running a zoo. (2) To compare and contrast animal habitats. (3) To explore what animals at the zoo need to survive ex. food, water. | | |
| Assessment *(explicit or implicit)* | The Animal Information button lets the player know if the animal is happy and what the animal would need to become happy. There is also a Zoo Keeper recommendation button where the player can receive a hint on what would make the animal happier. | | |
| Content *(explicit or implicit)* | Animal habitats, animals lifestyles, function of money (math buying things for the animals) | | |
| Values & Skills *(explicit or implicit)* | cooperation, patience | | |
| Game Method/Style | Role-playing game (player assumes role of a person or creature) The player assumes the role of the Zoo creator. | | |
| Audience | children, students, teacher | | |
| Platform | Science | | |
| Publisher | Microsoft | | |
| Developer |  | | |
| Release Date | 2005 | | |
| *Design Aspects* | *High* | *Average* | *Low* |
| Graphics & Sound | X |  |  |
| Playability | X |  |  |
| Entertainment | X (for younger students. I don't think anyone above 11 would find this a very high level entertainment) |  |  |
| Replay Value | X- this game also has 2 other games connected- Dinosaur Digs and Marine Mania |  |  |

The above criteria were adapted from: Rice, 2007; Oblinger, 2006, and Game Informer Magazine